

ADVENTURE SURVIVORS

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TABLE OF CONTENTS:

- 1) CEO TALK.
REVIEW: *TO PRESERVE QUANDIC*.
BONUS REVIEW: *HALL OF THE KING II*
FUTURE REVIEW LIST.
- 2) SWAP SHOPPE: Ads, Software, Back-
Issues, and PRICE LIST.
- 3) QUANDIC MAP.
- 4) QUANDIC SOLUTION.
- 5) HALL OF THE KING II MAP.
- 6) HALL OF THE KING II SOLUTION.

CEO TALK:

Sometimes, our review of an adventure may not mention some things in it. We try to cover everything essential to its solution, but other informational data, may or may not be included. We are experienced adventurers, but may MISS a few things, and occasionally, we get STUCK TOO! Your suggestions, comments, questions, and HELP are always appreciated, and WELCOME!

REVIEW: TO PRESERVE QUANDIC

A good graphic Adventure (CMP colors) written by David Karam, and marketed by PRICKLY PEAR SOFTWARE - no longer in business. It came on 2 unprotected disks, plays on all CoCos, requires a disk drive, CMP monitor or TV, and 32 K minimum. The SAVE feature is only usable in two AREAS - the FOREST, and the CONFUSING MAZE. The SAVE can only be loaded in, at the beginning of the game. Press the RESET button to quit the game, and then re-load it.

It was reviewed by Dale Shell on page 223 in RAINBOW, 7/85. Mr. Shell does mention a few minor flaws in the adventure - not essential to its completion.

The command parser is a standard two-word (verb-noun) type, with a 3rd word (noun) sometimes needed (always a screen-prompt). The parser accepts the 1st 3 letters of most words, but some must be typed out completely. A few one-word commands (verb) are also usable.

LOADM"QUANDIC and EXEC loads the game. A red-blue, color-set option is

given, an option to load a SAVE, then the title screen & music, and finally background information begins. Press the SPACEBAR when the first screen of background information appears. This bypasses the rest of the background, and starts the game.

Your TASK is to retrieve a vital lost part of a TIME MACHINE. If fact, you initiate an auto-sequence in the CONTROL ROOM (CONFUSING MAZE), which does this, and finishes the game.

BONUS REVIEW: HALL OF THE KING II

The HALL OF KING Trilogy was reviewed by Audrey De Lisle on pgs. 134-136 in RAINBOW 12/88.

The 2nd stand-alone Adventure in the HALL OF THE KING Trilogy by Glen Dahlgren, originally sold by PRICKLY PEAR SOFTWARE (no longer in business) on two unprotected disks. It is still available from SUND OG SYSTEMS, but on a protected flippie. We have the unprotected version, but it only works on our CoCo 2. SUND OG's version will play on all CoCos. It requires a disk drive, 64K minimum, and a TV or a CMP monitor. The SAVE feature allows only one current SAVE, to the game disk.

The command Parsor is a standard two word (verb-noun) type, with a 3rd word (noun) occasionally required (on screen prompt). Abbreviations for the 6 directional moves are accepted. The parser also only "sees" the 1st three letters of any word. A few one word commands are usable. LOOK (LOO) repeats a ROOM's description.

Your TASK is to find three more objects (plus the two you start with) and descend down the CALDERA.

FUTURE REVIEW LIST:

- 19) Mar '93... *MARTIAN CRYPT -----D
 - May '93... *CALIXTO ISLE -----T,D
 - Jul '93... *CALADURIL -----D
 - Sep '93... *WITNESS -----D
 - Nov '93... *MAJOR ISTAR -----D
 - Jan '94... *KORONIS RIFT -----D3
- ** Member's First choice.
* Members' 2nd - 6th choices.

ADVENTURE SURVIVORS SWAP SHOPPE

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 - 2) SEP'90. *WORLD-CARMEN* ¹ -----D3
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 - 3) OCT'90. *DUNGEONS OF DAGGORATH* PGPK
DAGGORPATCH -----D
 - 4) NOV'90. *PYRAMID 2000* -----T,D
BELLAM & MORE DOD -----T,D
 - 5) DEC'90. *LANSFORD MANSION* -----D
ONE ROOM -----T,D
 - 6) JAN'91. *WIZARD'S CASTLE* ¹ -----D
 - 7) MAR'91. *WILDWEST* -----D3
SILVERTON HOUSE -----T,D
 - 8) MAY'91. *RAAKA-TU* -----T,D
SANDS OF EGYPT -----D
 - 9) JUL'91. *INTERBANK INCIDENT* ¹ ----D
 - 10) SEP'91. *DALLAS QUEST* -----D
SIR RANDOLPH RETURNS ----T
 - 11) NOV'91. *KEYS OF THE WIZARD* ¹ --T,D
 - 12) JAN'92. *KING'S QUEST III* --512K,D3
 - 13) MAR'92. *RIDDLE OF THE RING* -----D
BLACKBEARD'S ISLAND ----D
 - 14) MAY'92. *CONTROLLERS* -----T3,D3
MAGIC OF ZANTH -----D3
 - 15) JUL'92. *WISHBRINGER* -----D
HALL OF THE KING III ----D
 - 16) SEP'92. *HITCHHIKERS GUIDE* -----D
HALL OF THE KING -----D
 - 17) NOV'92. *CALADURIL 2* -----D3
 - 18) JAN'93. *TO PRESERVE QUANDIC* ----D
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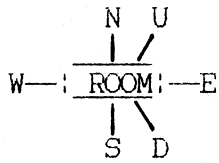
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TO PRESERVE QUANDIC MAPS

MANSION

MAP KEY

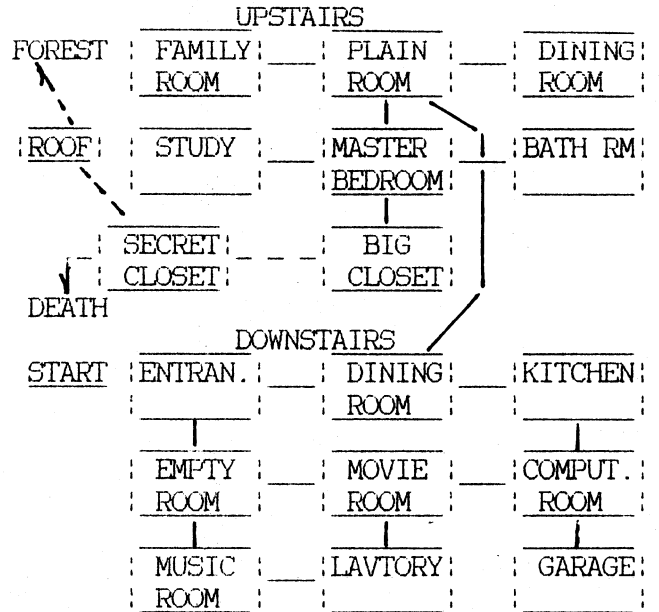


Auto. Different
or Problem PATH: - -

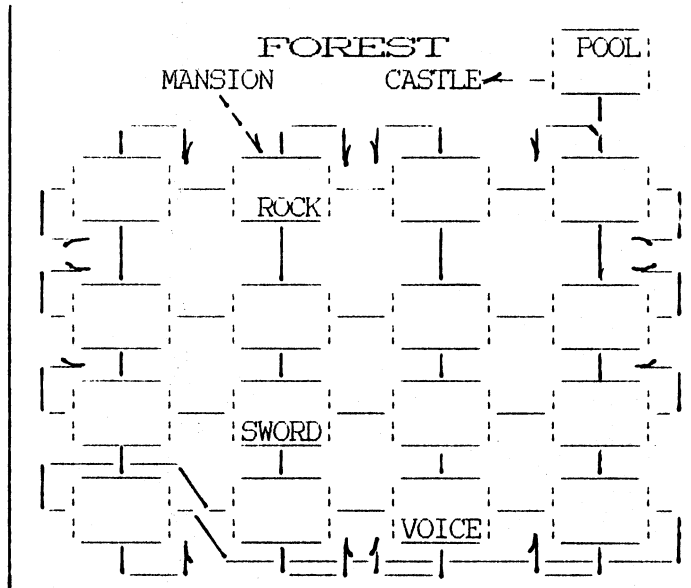
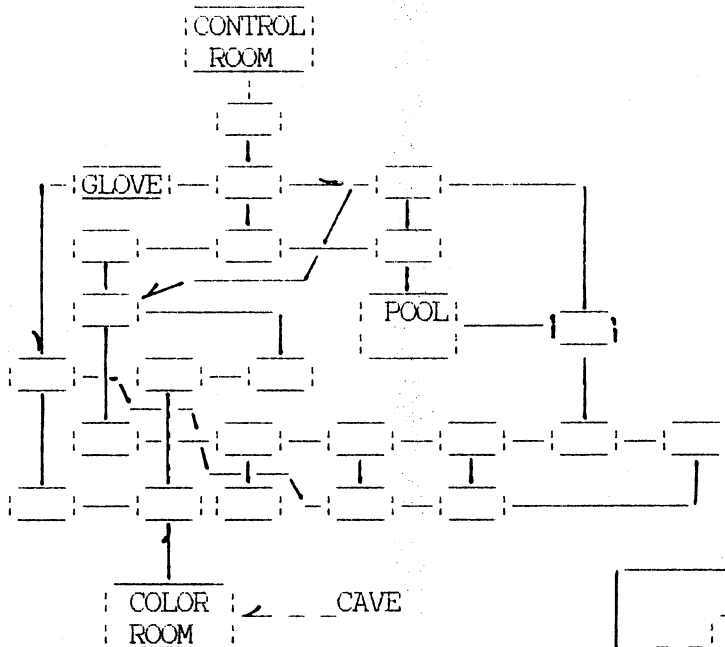
One-way PATH: —>

SOME USEFUL VERBS

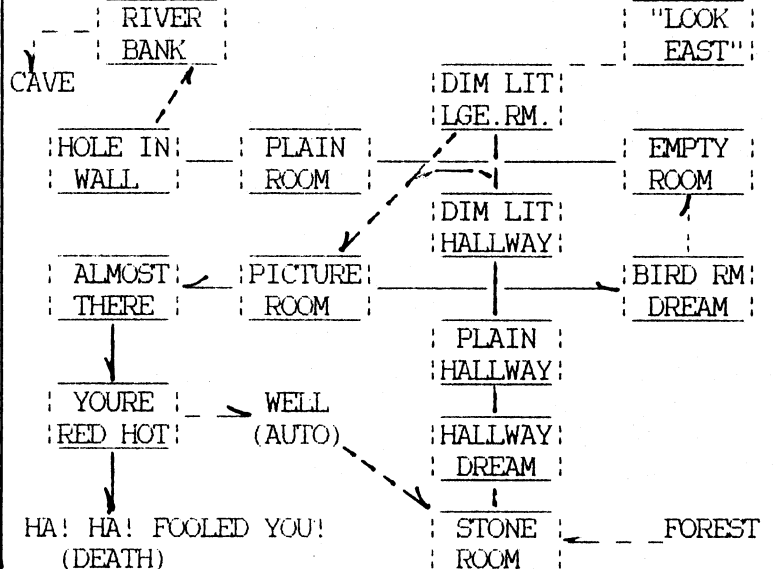
- | | | |
|-----------|---|------|
| INVENTORY | N | GO |
| EXAMINE | E | USE |
| LISTEN | S | GET |
| INSERT | W | SAY |
| SEARCH | U | |
| CROSS | D | |
| SCORE | | SAVE |
| SWING | | READ |
| DROP | | SWIM |
| PLAY | | MOVE |
| FEED | | PULL |
| OPEN | | PUSH |
| RIDE | | KILL |
| LOOK | | |



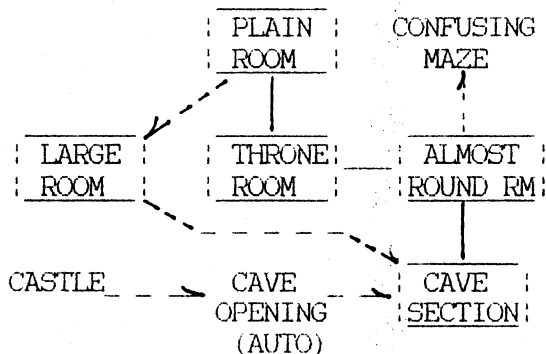
CONFUSING MAZE



CASTLE



CAVE



TO PRESERVE QUANDIC SOLUTION

If a TIME LIMIT (Unknown) is reached, anytime during play, you will still be able to move about, but NOT DO anything else - normal commands. Restart (RESET button), and/or return to a SAVE position.

MANSION

(DOWNSTAIRS) EMPTY ROOM: EXAMINE RUG (ID CARD blown into another room DOWNSTAIRS. If you see it along the way, GET CARD). MOVIE ROOM: (Information: READ WALL. PLAY MOVIE. LOOK SCREEN) SAY IT (Mouse appears). LAVATORY: READ MESSAGE (CLUE). KITCHEN: OPEN REFRIGERATOR. GET CRACKER.

(UPSTAIRS) FAMILY ROOM: FEED PARROT - CRACKER (Clue). FORMAL DINING ROOM: GET FOOD (Never found any REAL use for it - POISON!). MASTER BEDROOM: OPEN DRAWER. GET CHEESE. STUDY: KILL GUARD (Repeat until one of you wins. Never found another way to get past the GUARD - with CAT?). BATHROOM: GET CAGE. BIG CLOSET: LOOK COAT (Random computer PASS-WORD - 5 letters). PULL COAT (Opens path).

(DOWNSTAIRS) COMPUTER ROOM: USE COMPUTER - (Type in the PASS-WORD. Gives Combination to the SAFE). MOVIE ROOM: DROP CHEESE. GET MOUSE. GARAGE: OPEN DOOR. DROP MOUSE. GET CAT (If you haven't found the CARD yet, look through all of the rooms DOWNSTAIRS).

(UPSTAIRS) STUDY: OPEN DESK. GET KEY. MOVE PICTURE. OPEN SAFE (Auto if the combination is known). GET MONEY. SECRET CLOSET: UP (KEY). ROOF: RIDE HELICOPTER (MONEY). Auto to the FOREST (ROCK), with only the CAT, CARD, and FOOD.

FOREST

FOREST (ROCK): South to the SWORD. GET SWORD. FOREST (VOICE): LISTEN (KENDALL will help you later). Return to the ROCK. LOOK ROCK (Path to the POOL opens). POOL: SWIM. Auto to the CASTLE.

CASTLE

STONE ROOM: DROP CAT. INSERT CARD. HALLWAY (DREAM): (Clue). Continue North. DIMLY LIT ROOM: LOOK PLAQUE. LOOK EYES. LOOK EAST. GET SCROLL. READ SCROLL. YES. GO CENTER. SWING SWORD. PICTURE ROOM: WEST. YOUR ALMOST THERE: SOUTH (North or East). YOU'RE RED HOT: SEARCH. GET MACHINE. GO BOX (Any directional move - DEATH). Return to the PICTURE ROOM: EAST. BIRD ROOM (Dream-Clue): GET RING. INSERT RING - SLOT. EMPTY ROOM: (Poem, clue). PLAIN ROOM: GET BOTTLE. HOLE IN THE WALL: FEED PUPPY - BOTTLE (Almost anything). Auto to BANK OF SMALL RIVER: CROSS RIVER (Auto into the CAVE).

CAVE

SECTION OF CAVE: GET KEYS. DROP SWORD. ALMOST ROUND ROOM: (GNOME takes the KEYS). THRONE ROOM: (Have the MACHINE. WORM MASTER tells how to become a Worm). PLAIN ROOM: SAY QZHCIRUB (Objects drop). GO HOLE. LARGE ROOM: READ NOTICE (Tells how to become a man again). GET KEYS. SAY KENDALL. SECTION OF CAVE: SAY BURICHZQ. GET SWORD (If left here). ALMOST ROUND ROOM: GO DOOR - GOLD. COLOR ROOM: (Any legal direction, to the CONFUSING MAZE (Only the SWORD will go with you).

CONFUSING MAZE

A number of CREATURES will be here - may appear in any location at any time. You are given the option to FIGHT (hit any key), or RUN (R), before each attack. If you try to defeat EVERY Creature you find, then (perhaps) the 12th to 14th CREATURE you attack will KILL You. Damage (Not shown) to you or a Creature during COMBAT, is determined randomly. Take the most direct route to the GLOVE. GET GLOVE. POOL: LOOK POOL. GET KEY. You can now enter the CONTROL ROOM: PUSH BUTTON for an AUTO-FINISH!

HALL OF THE KING II SOLUTION

Game parser accepts the first three letters of any VERB or NOUN. The Prickly Pear version (The one we have) SAVE feature has a Slight FLAW in it. Duplication of an item may occur. Ignore the duplicates. READ and/or EXAMINE everything. Carried Objects Limited to six.

STAIRS LANDING: INVENTORY (KEY PIECE 1, PARCHMENT). SMALL OFFICE: READ SIGN (GLEN...). EXAMINE DESK. OPEN DRAWER. GET RING (Of KEYS). EXAMINE WASTECAN. GET CLOTH. WINE CELLAR: ROLL BARRELS. TORTURE ROOM: GET SHACKLES. ENTRANCE TO MINES: DROP PARCHMENT. DROP KEY (PIECE 1). DROP CLOTH (Pre-position).

FRONT OF ANCIENT CELL: Four CELLS appear as you go north. OPEN DOOR (Second, and third Cells, others are empty. Carry the RING of KEYS). DROP RING. SMALL ARMORY: EXAMINE RACK. GET CROSSBOW. GET SWORD. DIRTY CELL (THIRD): EXAMINE SKELETON. GET TOME. DIRTY CELL (SECOND): EXAMINE PILE. GET ARROW.

SMALL GUARD CHAMBER: EXAMINE TABLE. GET PAPER. READ PAPER (How the Bomb works). DROP PAPER. FRONT OF ARCHWAY: EXAMINE ARCHWAY. GO VENT. TREASURE RM: PUT SHACKLES - GOLEM (You get the SHAFT). EXAMINE CHEST. GET SPHERE. EXAMINE SPHERE.

STUDY ROOM: EXAMINE BOOKCASE. PUT TOME - BOOKCASE (Opens path). SECRET ARCHIVES: PUSH BUTTON. DROP SPHERE (Don't delay). STUDY ROOM: CLOSE BOOKCASE (TOME falls, muffled blast). GET TOME. PUT TOME - BOOKCASE. SECRET ARCHIVES: GET MAP. READ MAP (Any key to continue). ENTRANCE TO MINES: EXAMINE DOORS. PUT SWORD - DOORS. SLIDE SWORD. OPEN DOORS. DROP SWORD (No longer needed). GET CLOTH (Return for others later).

SEA OF DEATH (SOD): As you wander through The SOD, River of Lava, the SPIRES, and Exit will be seen in the distance. SEA OF DEATH (SIGN): READ SIGN. TURN SIGN (GEMSTONE appears, get it later). SEA OF DEATH (ROPE): GET ROPE. SPIRE TOP (WEST): TIE ROPE - ARROW. SHOOT ARROW - CROSSBOW. DROP CROSSBOW (You can now carry the 3 other needed items, so go get them, and return - auto-get the ROPE when you ascend to the SPIRE TOP). SPIRE TOP (WEST): SWING. LAVA RIVER EDGE(EAST): DROP MAP (One item to be used later, must be dropped). SPIRE TOP (EAST): GET ARROW. UNTIE ROPE - ARROW. DROP ARROW. GET ROPE.

HOLY CHAMBER: TIE ROPE - STAFF. PUT STAFF - ALTAR. CLIMB ROPE. WELL BOTTOM: WIPE MOSS (Secret word). DROP CLOTH. CLIMB ROPE. HALLWAY (WEST): HIT GONG. SAY GLEN. HALLWAY (EAST): READ INSCRIPTION. GO MIRROR. SMALL CHAMBER: SAY TYRION. ROOM OF KNOWLEDGE: EXAMINE GEM. GET HEAD (- PIECE 2). DROP GEM. ROYAL CRYPT: OPEN COFFIN. EXAMINE CORPSE. GET RUBY (Ring). GREAT TEMPLE GATES (CALDERA): (Retrieve the MAP) GO CALDERA (Have the PARCHMENT, KEY PIECE 1, MAP, RUBY RING, and HEAD PIECE 2 to WIN!).

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